

Pen Spinning World Tournament 2019
Official Rulebook

-Drafted by the PSWT19 Committee-

Introduction

Pen Spinning World Tournament 2019, or WT19, will be separated into 2 tournaments. World Tournament A-Side or WTA, and World Tournament B-Side or WTB.

WTA will be the traditional Pen Spinning World Tournament which aim for finding the best pen spinner in the world. While WTB will be the tournament to give a chance to the spinners who are good but may not ready for the WTA.

The time in this rulebook refer to Pacific Daylight Time (UTC -7)

Section I: Registration and Spinner Selection

A. Community Registration

Every community must register in order to allow their spinners to participate. To register, you must send an email to PSWorldTournament19@gmail.com before July 28th, 2019.

Some communities are not wholly representative of a particular country. This is often due to spinners forming teams or conglomerates based on common ideals, mutual goals, and comradery.

To counteract the problem of spinners creating new boards just for the sake of entering a world competition, each community will be assessed and screened by the Pen Spinning World Tournament Committee. The following will be taken into consideration: forum/board longevity, average skill level, and member demographics.

Each community must have a tournament organizer. All official communication regarding the tournament will be directed to the contact person of each community. The contact person must understand English.

As the organizer for your community, you can send up to 8 spinners to participate in each tournament.

Disclaimer: Keep in mind that you may be asked to switch some spinners who register for WTA to participate in WTB or vice-versa or reduce the number of spots in order to prevent too many spinners participate in the tournaments. Be prepared to remove one or more spinners from your lineup.

All slot allocations will be performed at the discretion of the World Tournament Committee. The WT committee will evaluate the lineups in comparison the number of spots available.

We will try to accommodate every request. The total number of spots available for the tournament is 64. If there are slots remaining, they will be open for wildcard submissions.

B. Wildcard Submission

The wildcard spot is the spot that allow any spinner to register if the number of participants is less than number that each tournament requires. Any spinner can register for the wildcard spots by themselves by send the email to PSWorldTournament19@gmail.com before July 28th, 2019 with your name, community, the tournament you are willing to join (WTA or WTB), and an example video of your pen spinning.

Section II: Tournament

A. Introduction

The World Tournament 2019 is a pen spinning event that contain 2 tournaments, World Tournament A-Side (WTA) starting in August 2019 and will end in December 2019, and World Tournament B-Side (WTB) starting in September 2019 and will end in January 2020. Both are individual competition and consist of six (6) rounds.

B. Structure

WTA will have 64 spinners from the registration, and WTB will have at least 32 spinners from registration and up to 32 spinners who are eliminated from WTA 1st round.

1st to 3rd round will be the group stage, spinners will be placed randomly in the 1st round, and the 2nd and 3rd rounds groups will divide from the ranking of each spinner from the previous round. Top 4 from each group will advance to the next round.

For the 1st round, the spinners are divided into 8 groups with an equal number of spinners. For the 2nd and 3rd round, spinners are divided into 4 and 2 groups respectively.

The rankings of each spinner are compiled basis of the ranking that each judge gives to them. 1st = 1 point, 2nd = 2 points, 3rd = 3 points until 8th = 8 points. The spinner with lower point total gets the better ranking. And if the point total of at least 2 spinners are the same, the ranking will be decided by the vote counting.

Example: Spinner A is ranked 4th, 4th, and 6th from 3 judges, and spinner B is ranked 5th, 5th, and 4th. Both have the same point total as 14 points, but 2 out of 3 judges give spinner A better ranks so in this case, spinner A will get the higher rank than spinner B.

For the 4th to 6th round, it will be a traditional 1v1 battle. Which on 4th round, spinners who get 1st and 2nd ranking will face against spinners who get 3rd and 4th ranking from 3rd round. 5th round will be a random matchup and 6th round is the final round of the tournaments.

Round	Number of Spinners	Description
1	64	Group stage, spinners ranked, top 4 proceed to round 2
2	32	Group stage, spinners ranked, top 4 proceed to round 3
3	16	Group stage, spinners ranked, top 4 proceed to round 4
4	8	1 st and 2 nd ranking matchup with 3 rd and 4 th ranking of 3 rd round
5	4	Random Matchup
6	2(4)	Final Match 3 rd Place Match

C. Match Format

Videos should be between 9.00 and 24.00 seconds. This time limit is enforced from the moment the first moment the first trick begins to the moment the last trick ends.

Videos should be new material (previously unreleased).

For supplemental judging material, it is HIGHLY recommended that you include a slow-motion rendition of your combo either at the end of the video submission or as another video entirely. It is also recommended that you include a download link for your video.

Videos should NOT be edited in a way that alters the spinning or changes the overall appearance of the combo (i.e. cut, segments restrung).

Videos should be uploaded onto YouTube. If this is not possible, you may send the video as an attachment to PSWorldTournament19@gmail.com or upload it to a file sharing site.

For the first round, it is suggested that you send your video to your community's contact person. Otherwise, videos should be emailed directly to the organizer.

Section III: Judging

A. Judges

Judges for WT19 are handpicked by the organizer and WT Committee.

The judges will be prescreened and assessed by the WT Committee for competency. Factors such as skill level, general PS knowledge, years of activity and judging experience will be considered during the approval process.

There are expectations for the judges to follow a strict format.

1. The judges are **REQUIRED** to include comments along with their scores. The rationale is that competitors need qualitative assurance that the judges are taking ample time to review their combos. Feedback and constructive criticism is also important. Comments should be no shorter than 140 characters. English is strongly preferred, but you may write in your native language if you feel you can better explain yourself that way.
2. The judges are **REQUIRED** to follow the scoring distribution format. See the Criteria section.
3. The judges are encouraged to collaborate and discuss the WT combos together. The organizer will set up a platform for the judges to communicate with each other.
4. The judges are **REQUIRED** to submit their scores to the organizer in a timely manner.
5. Judges who fail to abide by the rules will be subject to dismissal and replacement.

Judges are required to email their score reports to PSWorldTournament19@gmail.com

B. Criteria

WT19 contain 4 main criteria on judging, total 40 points on each combo. And 1 criterion that can affect the score as deduction. Judges may lower the standard for some or every criterion in WTB.

- Execution (12 points), has 3 sub-criteria including Control (5 points), Refinement (4 points), and Tempo (3 points)
- Difficulty (10 points)
- Originality (10 point)
- Effectiveness (8 points), has 3 sub-criteria including Integration (3 points), Density (3 points), and Effect (2 points)
- Presentation, judge can subtract the score on each combo

Execution

- ➔ Execution (12 points) refers to the smoothness and control of the entire combo. It also refers to the pace/flow of the combo along with the quality of the tricks executed. Execution is divided into 3 minor criteria including Control, Refinement, and Tempo
- ➔ Control (5 points): Are there errors in hand movement, are charge rotations circular, is pen in correct position for the tricks shown? (e.g. for Palmdown Arounds, the hand should not move up and down excessively in a way that detracts from the impression the combo gives, the pen should rotate at a proper angle, etc)
 - *3 or 3.5 points: No major errors and some minor errors*
 - *4: Few minor errors*
 - *4.5 or 5: Exemplary control with no noticeable errors*
 - Example video of good control but average refinement combo: [Supawit FS54](#)
 - Example video of the combo that has hand movement which is mostly beneficial in creating effect: [ennis WT17 R1](#)
- ➔ Refinement (4 points): Does the spinner use finger positioning, finger movements and other smaller details to enhance their material?
 - *2 or 2.5 points: Typical technical spinners' 'keep fingers straight all the time'*
 - *3 points and higher: More sophisticated level of skill*
 - Example video of the combo with good refinement: [eban JapEn 10th](#)
- ➔ Tempo (3 points): Does the spinner display mastery over the speed of their material? Have speed and speed changes been used to emphasize certain parts of the combo?
 - *1.5 points: maintains stable uniform speed for average level of material*
 - *2 points: stable uniform speed with high level of material, and/or speed adds to the impression the combo gives*
 - *2.5 or 3 points: high level changes or use of speed for emphasis*
 - Examples video of the combo with 2.5 or 3 points for this criterion: [Mesi Pearls 4th](#)

Difficulty

- ➔ Difficulty (10 points): How hard is the material? Does the material allow small or large margin of error in performing it? Would it take practicing a long time for another spinner to do the material? Does the combo consist of a sequence of consistently difficult material, or does it have some parts which are significantly easier for recovery? Do the finger slots chosen, and variations used increase difficulty dramatically in a subtle way? How does the combo's difficulty compare with other combos in the current tournament and in past events?
 - *5-6 points: The combo is on expected level of difficulty for a World Tournament by 2019 standards*
 - *7-8 points: The combo is significantly harder than expected difficulty*
 - *8.5 points or higher: The combo expands the boundaries of worldwide perception of spinning skill level*

- Note: If awarding 8.5 points or higher, judges should discuss with other judges to confirm level of the material shown
- ➔ Material based on inborn traits (for example, flexibility in Fingercross) will not be awarded high points unless a similarly flexible person would find it hard to do the material too. Mod used does not contribute to difficulty.

Originality

- ➔ Originality (10 points): How unusual or innovative the material shown is. Does the combo use ideas that are widespread, does it show different applications of existing tricks?
- ➔ Recycling material from previous major videos (e.g. within this tournament or from other tournaments, from high-end collaborations) will be penalized.
 - *3-4 points: The combo contains variations that were used by a fair number of other spinners, or by that spinner, in previous combos*
 - *5-6 points: The combo has fairly unusual materials, but ideas that were shown before*
 - *7 points: Several linkages or variations in the combo are used in a different way, that hardly anyone else has done before, or was done by a few people before outside major tournaments or collaboration videos*
 - *8 points and higher: The combo contains dense effective integrated use of material that has not been shown in any major events/major collaborations, or entirely new concepts (9-10 points) throughout*
- ➔ Use of the tricks or groups of trick that have been overused, or 'meta' tricks (e.g. In 2011 - Rex trick and Swivels, at time of writing this rulebook in July 2018 - Thumbcross Around reverse, basic Fingercross arounds, Levers Trick, Fxxk variations) in basic slots linked in same way other people have used them will not score well. Using ideas without thought for how they fit with the rest of the combo's material, just because the ideas are unusual, will not get optimal scores either.
- ➔ Alternatively, finding unusual ways to apply known tricks will score well. Combos which apply trick families or themes well may also raise originality (and possibly effectiveness) scores depending on their nature.

Effectiveness

- ➔ *Integration* (3 points): Have the tricks and linkages been applied effectively with some aim in mind? Does the combo feel like it is made from random ideas that do not stick together?
 - Example video of the combo with poor integration: [GSL WC14 R5](#)
 - Example video of the combo with good integration: [Menowa* Lura 2nd](#)
 - Example video of the combo with good integration and good refinement: [Noel JapEn 12th TM](#)

- ➔ *Density* (3 points): Does each part of the combo have a purpose in showing material? Is there filler? Are there unnecessary repeated tricks or linkages?
 - Example video of the combo with poor density: [A13x WT13 R2](#)
 - Example video of the combo with good density: [zarne GPL R10](#)
- ➔ *Effect* (2 points): Do you think the combo's impact matches what you expect the spinner wanted to convey? Could the material have been performed or arranged in a better way to achieve that impression? Did the combo leave a lasting impact on you? Was the combo boring because it was too similar to other combos you saw before?
 - Example video of the combo with good effect with good integration: [Mesi All Highlight](#)
 - Example video of the combo with good effect with good tempo: [hash JapEn 8th](#)
 - Example video of the combo with good effect with good control but average refinement: [Spinnerpeem WC10 finals](#)
 - Example video of the combo with good effect but average control and average refinement: [kzzn JapEn 10th](#)

Presentation

- ➔ Presentation: Does the video show the combo clearly? Is the angle chosen suitable for the material shown? If there is only one minor issue and combo is still easily watchable, there should be no deduction - e.g. the spinner's keyboard is colorful, or their nose enters frame of video for several seconds
- ➔ -0.5 points: several minor flaws, e.g. pen passes over border of table in background and exposure is not ideal ([example](#)), or one moderate flaw: exposure is bad. ([example](#))
- ➔ - 1.0 points: more than one moderate flaws
- ➔ - 1.5 or 2 points: presentation makes video difficult to understand, e.g. [very dark](#) or [rotated](#)

C. Compiling Results

Each judge must send their results to the organizer via email for compiling.

For the 1st round, each judge may provide only a ranked list of all 8 spinners in each group and highlight the top 4. This is another reminder that the judges must include comments for every spinner. For 2nd and 3rd round, judges must give the score for every spinner too, and the ranking of each spinner will be decided based on the score of each judge.

For the knockout rounds (4th round and beyond), each judge must submit their vote for the winner of each match they are evaluating supplemented by the scores and comments.

The winner of each match is the competitor who has collected the most votes. In case of tie, we count the sum of points given by the judges.

The votes from every judge will be revealed publicly.

Section IV: Others

A. Penalty

Due to the professional nature of this competition, penalties will be enacted to ensure the quality of the tournament. Both spinners and judges of each community are expected to abide by the rules and regulations.

There will be a **three (3) strike system**. A violation from either a judge or a spinner will count as one (1) strike.

The following is a list of violations:

Participants:

1. Unpardoned late submissions; opponent may waive the penalty if done in a timely manner
2. Cheating; this will result in automatic disqualification
3. Unpardoned time limit violation
4. Obvious trolling; it ruins the professionalism and integrity of the event

Judges:

1. Late Results
2. Incorrect scoring format

If a community earns 3 strikes, they will be reviewed after the tournament by the WT committee. The committee may decide to administer a yearlong community ban from world events, ban specific spinners for their misconduct from the next world events, or reduce the number of spots the community can request for the next WT.

Hopefully none of this will happen. Just follow the rules and stay positive!

B. Awards

Will be announced soon

C. Tentative Schedule

Each round, spinners will have 2 weeks to film their videos, and judges will have 1 week to submit the result. Therefore, it will take 3 weeks for each round.

Deadlines are subject to changes and will be announced on the official website.

Date	WTA	WTB
AUG 11th, 2019	Start of the 1st round Groups revealed for 1st round	- -
AUG 25th, 2019 SEP 1st, 2019	Deadline for 1st round videos Results are revealed Group revealed for 2nd round	- Start of the 1st round Groups revealed for 1st round
SEP 15th, 2019 SEP 22nd, 2019	Deadline for 2nd round videos Results are revealed Group revealed for 3rd round	Deadline for 1st round videos Results are revealed Group revealed for 2nd round
OCT 6th, 2019 OCT 13th, 2019	Deadline for 3rd round videos Results are revealed Matchups for 4th round	Deadline for 2nd round videos Results are revealed Group revealed for 3rd round
OCT 27th, 2019 NOV 3rd, 2019	Deadline for 4th round videos Results are revealed Matchups for 5th round	Deadline for 3rd round videos Results are revealed Matchups for 4th round
NOV 17th, 2019 NOV 24th, 2019	Deadline for 5th round videos Results are revealed Matchups for 6th round	Deadline for 4th round videos Results are revealed Matchups for 5th round
DEC 8th, 2019 DEC 15th, 2019	Deadline for 6th round videos Results are revealed -	Deadline for 5th round videos Results are revealed Matchups for 6th round
DEC 29th, 2019 JAN 5th, 2020	- -	Deadline for 6th round videos Results are revealed